



## 2001 ASSEMBLY BILL 289

April 3, 2001 - Introduced by Representatives AINSWORTH, GROTHMAN, HUNDERTMARK, LA FAVE, OWENS, PETROWSKI, POWERS, RYBA, SYKORA, TOWNSEND, WADE and GRONEMUS. Referred to Committee on Highway Safety.

1 **AN ACT to create** 347.26 (11) (am) of the statutes; **relating to:** the use of a  
2 flashing or rotating amber light on certain motor trucks.

---

### *Analysis by the Legislative Reference Bureau*

Current law generally prohibits any vehicle from displaying any flashing light. Specific exceptions allow flashing lights to be displayed on police vehicles, fire engines, ambulances, school buses, mail delivery vehicles, highway maintenance vehicles, and other vehicles. Current law also permits certain vehicles, including police vehicles and tow trucks, to display rotating lights. This bill permits motor trucks having a gross weight of more than 8,000 pounds to be equipped with a flashing or rotating amber light that may be operated only when the motor truck is upon a highway having a maximum speed limit of more than 35 miles per hour and traveling ten or more miles per hour below the speed limit, stopped, or backing up.

---

*The people of the state of Wisconsin, represented in senate and assembly, do enact as follows:*

3 **SECTION 1.** 347.26 (11) (am) of the statutes is created to read:  
4 347.26 (11) (am) In addition to any other lamps authorized under this  
5 subsection, a motor truck having a gross vehicle weight of more than 8,000 pounds  
6 may be equipped with a 360-degree flashing or rotating amber light mounted at the

**ASSEMBLY BILL 289****SECTION 1**

1 highest practicable point. The flashing or rotating amber lamp may be lighted only  
2 when the motor truck is upon a highway having a maximum speed limit of more than  
3 35 miles per hour and the motor truck is traveling 10 or more miles per hour below  
4 the maximum speed limit, is stopped, or is backing on such highway. The flashing  
5 or rotating amber lamp may not be lit at other times.

6

**(END)**